

ZERO SUM

HERE IT IS! ISSUE NUMBER TWO!

DEADLINE IS WEDNESDAY, JUNE 24TH FOR ALL ORPHANED GAMES, DIogenes, AND NRA. FOR THE GEORGE S. PATTON MEMORIAL 7X7 GUNBOAT, NO PRESS, TOURNAMENT, THE DEADLINE IS JUNE 17TH.

ADJUDICATIONS, GAME ANNOUNCEMENTS AND OPENINGS ARE NEAR THE BACK.

HERE ARE SOME BRIEF FURTHER CLARIFICATIONS OF THE RULES FOR CHAOS DIPLOMACY. House rules are on the back page.

Chaos Diplomacy is played on a regular Dip board with regular rules with a few exceptions that make this variant a "beer-and-pretzels" variant. In Democratic version each player knows which country he and the other players are playing. Each player can send in orders for each unit and potential build on the board. The order given to a unit the most is what that unit does. If 3 order A Mun to Tyro, and 2 elsewhere and one each otherwise then it goes to Tyro. Ties are randomly settled by the GM. Thus, diplomacy consists of negotiating with others to make favorable moves of each other's pieces. As in a Democracy (Okay, okay, THEORETICALLY), the majority controls. Vote totals are the # of SC's controlled by the countries voting. Thus the denominator is SC's not players.

In the Autocratic Version, your countries' units are ordered by you. However, to start with, no one knows which is their country. Everyone sends in orders for as many units/builds as they desire. Figuring out which is your country and making good orders is part of the strategy. Therefore, after a few years everyone knows what country they control and the game then resembles regular diplomacy, albeit with a slightly scrambled appearance.

Please let me know what you'd like to play (one or more than one game). Send the subscription fee and the NMR insurance money (optional). The subscription starts when the money gets here.

SECOND DEADLINE IS BY JERRY, WITH USUAL CRYSTALLINE CLARITY, DOPS, IT IS WEDNESDAY, JUNE 24, 1992.

CONTEST ENTRIES: Reasons Why I/you/anyone would start a Zine

A. Mark Patterson was the first to send in. For that he makes the Zero Sum Hall of Fame, as elsewhere

1. Because you can spell better than some people we know ... we won't mention names ... but his initials are "H.B." [I will endeavor, alone, since I don't have a spell checker in the computer]
2. 'cause you are a hobby purist and seek to edify fellow Diplomacy aesthetics [enneagrams, a psychology topology has me as a "reformer" which has a strong tendency to believe in the Puritan ethic, and believe that there is a right way and a wrong way, but not a military way. Sounds like you might be in this personality type also]
3. You feel that most Dip mags have pathetic maps with lousy lettering and you feel that a sharper image would make the common "snuffles" of the hobby happy [I have a girlfriend who is writing a parody catalog called "fuzzy focus" with techno-inventions, but, I've never heard of a "snuffle." Any guesses from anyone who is reading, and remembers to include it with their orders?]
4. Because it is close to May 1st and you are succumbing to the Bolshevik that is in each of us to overthrow and hack to pieces the old so that a brave new world (a gamers paradise) will rise like a phoenix out of the blah, blah, blah, etc. [this blah, blah, blah part comes the closest to any reason why I am actually doing this]
5. Because I secretly want to be Henry Kissinger [you told me you could keep a secret, you fink]
6. Because you have a grand vision of actually leaving enough room for press and recognize it's importance and intellectual stimulation for the gamers [I love press. I even imagine that if someone sends in press that is a cap on the last issue's press, or seems so to me, that I will put down the relevant part of last month's press]
7. Because the little Danny Devito capitalist inside each of us desires to stimulate the economy and add a substitute into the market and increase competition and growth in the industry [I think I missed that movie]
8. Because you are fed up with self-righteous, nose downer lookers [I spelled it right] scoulding [you didn't spell it right] you for not following the agreement to the letter and guaranteeing that the game will be a foregone conclusion by 1905 [Shit, if I could have got someone to wait that long, I'd still be not publishing. My paranoia says that many games are locked in by the first moves of 1901. I know I've been in winning draws started in W-00 Diplomacy and never varied.]
9. Because its there, and Everest is too far to drive -- even from San Fran. [that and they didn't build the Aluetian Islands Bridge yet]

10. There is NO reason # 10! Right! [If you have to ask, you have disqualified yourself, but, you used an exclamation point, so you didn't ask, and yes.]

B. And now from a publisher, one who also has gotten an entry into the Zero Sum Hall of Fame for making the first promo for this zine. That's what I call cross-gaming. Here are Pete Gaughan's reasons. Remember, Perelandra is one of the highest rated zines in all the polls, and there is good reason for it, check it out.

1. Retro -- you don't want dot matrix to die out with leisure suits and slinkys. [Luckily my printer doesn't get in as much mess as my slinky. Maybe someone can explain to me how something with no ends can get in unreconcilable Knots]

2. You can't find a therapist who will accept you as a client [my ex-wife is a therapist. I last spent the night with her the night before I went to my first face-to-face Dip Con, Novacon, at Pete's house, May 1991. Not that I'm bragging. The night I got back, it was right back out the door. I'd seen the light. I wanted to be in a game where I knew the rules and could see the pieces. P.S. this is true]

3. Your ex-demanded, as punishment in your settlement, that you expose your faults in public [I wish there was a settlement already, after a year I'm ready, even if I had to expose my worst faults in public, as in walk around without pants]

4. You lost a bet on the Reds -- if they'd won the division Bruce Reiff would still be publishing [this man's uncanny. How'd he know I was taking over Bruce's games, much less remember that I'm a Reds fan? Yes people, for 31 years I've been a Reds fan. For 30 years I've been a Cowboys fan. For one year I've been a Sharks fan. I still think Ali was the greatest]

5. A tanned gent stopped you on a BART [Bay Area Rapid Transit] platform and said, "You will publish."

6. You're an interesting guy with a unique style and a lot to say -- not! [phew, for a minute there I thought you might be sincere, then you escaped into male locker room, put-down, "playing-the-dozens" street-corner macho stuff. That I can handle. Besides, to protect my ego and emotions, I would have had to say that you were disqualified for trying to flatter me. But, kissing butt, is the American path to success, or sucking, but, anyway, I am an interesting guy with a unique style. As far as a lot to say, well, is anyone reading? And note how often "not" is used in press this year, talk about a cliche before it's time!]

C. From Jack Garrett we have, "Why I would publish a dip zine."

1. I am single-handedly keeping the local post office in business.

2. My VCR is broken [I bet yours is, Jack.]

3. I am adicted [sic] to the glue on postage stamps [even more sick]

4. Licking stamps strengthens the tongue. [Now we're getting into a good reason, that is, if there is an application for a strong tongue. Maybe that's poorly phrased. Even in the San Francisco personals I haven't seen many adds looking for "a strong tongue . . . please dial the number 1lingually." I'll give a free issue to someone who comes up with the best list of three reasons to have a strong tongue. Since everyone will list cunnilingus/fellation let's leave those off the lists.]

5. Carrying all the extra mail from the mailbox to the house means I can stop lifting weights.

6. I won \$10 million in the lottery, just enough to publish a dip zine for one year. [Actually, the way I have it figured, after this issue I will get a couple more subscriptions, and since I will be in the black, I'll fold early]

D. From Andrew York, who does publish, but still is trying to figure out "Why would I publish a 'zine"

1. [He numbered his "01, 02, etc" so he must be doing some programming there] I want to know the postman on a first name basis (they all know me!!)

2. I want the postman to know me so well that even horribly addressed mail will get to me. ((very true, in my case, I get mail addressed to addresses I haven't lived at in five years))

3. I like writing \$100 checks -- for stamps [did they raise the price again?] or more...

4. An afternoon at the photocopy center is MY idea of fun (NOT...) [for me it's the fumes, man, the fumes]

5. Stamping the zine helps soak up the drool from the dog. (OK, it sounded good, I don't have a dog). [Either do I. I own two houses and live in a teensy apartment. We can't have pets here, so all I have are some snails. I guess they will do to help with the stamps.]

6. I want typing practice (I'm tired of hunt and peck) [I have two comments about this. First I thought hunt and peck had dropped out of the Presidential Primaries. Second, I want the computer keyboard experience so I can claim that I have carpal tunnel syndrome and that this is a work related injury and get disability and unemployment. Then, next time there's a riot I can justify my going into those stores with the shattered windows and getting me some stuff]

7. So I can spend even MORE money for a larger PO Box -- at the request of the Post Office (that's me) [I'm not sure what the "that's" refers to here, the last subject or the last noun, either way I think Mr Andrew thinks he's either a PO Box or the Post Office itself. I once played Post Office, but not that I was the Post Office.]

08. I want to become a hobby icon (not me) [yes, right on, I don't want to become you, being a hobby icon would be better, and that is my dream in starting this zine]

09. I collect stamps.

10. No one else runs the variants I designed (Phil Reynolds syndrome) [Oh no, I have that disease. Couldn't we call it something else? Sometimes diseases are named after the founder, not the signal case (that is correct, eh Larry?). Maybe some of the old farts have an even older case of this disease. Any out there?]

E. I got a little dizzy reading these next comments. They were in very small print and my lighting's not so good. Anyway, thanks Brad Wilson.

1. Hate your mailman and want to increase his workload [Time for a sermon here. As a righteous dude, I'd like all to know that I can't type "s/he" everytime and I will be so chauvinistic as to not alter others people gender usage, even if it is or is not "universal." As a feminist/egalitarian with lots of tolerance, I can overlook it all. My consciousness is lowering]
2. Local copy shop almost going out of business, and its owned by your brother in law. [good enough for David Letterman]
3. Getting out of the house for copying and mailing good to escape nagging (pick one) wife, kids, sister, mother, father, brother, grandmother, dog, cat. [How about my snail? My snail nags me a lot and this does seem like a way to escape. By the way, were your being sexist by not including grandfather?]
4. Have too much storage space and nothing to fill it [C.S. Lewis would argue with you about whether or not "nothing" was already filling it, as in "Through the looking glass, and Alice seeing "no one" coming down the road. "Ah, you must have very good vision to see no one"]
5. Want to brush up on typing learned in 10th grade. [My Mother insisted that I take shop, home ec (I resisted that one) and typing. And yes, I took typing in 10th grade. I've appreciated my Mother ever since]
6. Need source for jokes to tell in the office [I didn't get any jokes so far. I do need jokes to tell. You must understand that people who go into internal medicine rarely tell jokes. Orthopedists are the best with jokes. General surgeons next best, but, mostly because of the OR nurses who tell them. Psychiatrists are rarely funny. Some pathologists have a sense of humor, most don't. The only jokes I've heard recently have to do with the Spanish name for Rodney King (pinata), and How to tell someone is a good cook (they don't use the smoke alarm as a timer). So, the best 3 jokes will get a prize. Send me your tired, your poor, your weak and your hungry jokes.]
7. Love taste of glue on the back of stamps [I wouldn't know, I have a snail for that]
8. Zines gotten in trades can double as birdcage liner.
9. Old Deadheads don't die, they simply fade into Dip [oh my love not fade away, oh my love not fade away ...] [Speaking of the Nashter]

10. Stamp collecting too exciting of a hobby. [Especially for those of us who love to lick stamps] [He then goes on to say that he's "glad to be getting in on the ground floor!" Don't tell him, but Garrett Schenck and I are both in Basement Apartments]

F. From Bill Scharf comes "Here are some reasons why I would publish a zine." [I told him, "so go do it."]

1. My zine would be a shining example of what every zine, every publisher, should aspire to -- NOT!

2. I could make enough money to retire [retire from pubbing, yeah]

3. It would drive up the stock value of that paper company I own a piece of [the one that's trying to log virgin redwoods and the last habitat of the spotted owl. Or is it the one that is in the movie "Ferngully?"]

4. I want that god-like feel of creation, of being the one in control. [Now you are getting close to my main drive, hard drive, no floppy]

5. I could finally get back at the so & so's who stab me. "Oh, you sent in moves? Well, I never got them!" [This is one I hadn't thought of, but find deliciously paranoid. As a "reformer" as mentioned above, I believe in the moral code of the GM, and what is fair. I don't think I could do what you suggest. However, I also think that what I've seen one GM do is not fair either, and I throw this open to the tribunal of readers. One GM has indicated that he knows how I play, and how others play due to his being a GM of games that they play in, and uses this in his strategy. He also states that this is not "cross-gaming" just using common sense. I think it sucks, but is to be expected.]

6. If I can generate enough extra mail perhaps the Post Office will make my temporary position permanent.

7. I could finally write unedited press [Send it in, there are only a few things I wouldn't publish. In one orphaned zine people are being denigrating to each other about their supposed sexual preferences. As a Father who has two words his kids can't use (Nigger and Fag) I'm not sure I would have published the press. (Yes, they use every other word, especially saving them for important times like Grandparents, loan offices, police officers, homeless panhandlers, my new girl friend when she calls that first time, and the company picnic.) Slander and lies are fine. Language is in the mind of the beholder. Scatalogical is next to theological. Even tangential press as mine usually is, is OK. Just send some in. "Some."

8. Maybe I could deduct all my gaming expenses as business costs. [I'm going to, including the new computer. I'm trying to make money, and that is the IRS definition of what is deductible. P.S. I am honest about the deductions. However, the best thing to be is a sociologist, then you can deduct all of life, because sociology includes living]

9. I hate sleeping 8 hours a night. [Try some Halcion, you'll soon forget what it's like]

10. Seems more dignified than asking for money on a street corner. [True, but a damned sight less lucrative than begging]

11. I'm bored and I think it would fill that extra 11 nanoseconds in my life. [True, true Bill. Thanks.]

G. And from my first ally ever, also in the Zero Sum Hall of Fame as the first to tell me he liked my idea and would sign up in a flash. Also, one of the reasons that a variant like Zero Sum needs to be around, since he has recently told me that he is going to stab me soon in a game we are doubling in. Manners like that went out with the duels and gloves, etc. So, here are Martha's reasons for trying to win a free subscription when he already has one. By the way folks, Martha's Rag has been high in all the polls for new zines, and the overly Honorable John Schultz has seen his name in some polls as best player, best ally, etc. Way to go! And he allows snowball fighting.

1. Because you crave more personal abuse than you receive in your games [He Knows I get a lot of that. Why if Rodney Dangerfield were a PBM Dipper, his press would look laudatory compared to the stuff about me]

2. Because you want everyone else in the hobby to know Phil calls you "Richie" ... and you'll print everything he writes to make sure. [Hey, that's heavy man, Phil's my brother]

3. Because doctors need something to do at the office besides play with the nurses and stick thermometers up people's arses. [Two things here. I used to not want anyone to know that I was a doctor because I was sure that I would be discriminated against on those grounds alone. Since then I have created enough other reasons for people to ally against me. Yes, I am a doctor. Yes, I do play at the office. Yes, one of my employees is about to join a game in this zine, after asking me questions about "What are those maps? Did you conquer the world yet?" The other is I just remembered another joke, my Father who gets to talk about his son, the doctor, he used to be Jewish, told me. The doctor comes home and is looking for his pen. He reaches in his pocket and takes out a thermometer. He looks at it and then curses. "Damn, I lost another pen to some asshole."]

4. Because you knew I needed a (gag) zine which started with the letter "z" to fill out the alphabet in my collection. [The memory does best with first or last, so I hope to be remembered, and prescribed to. Bush, by virtue of being closer to the beginning of the alphabet will win more votes than he would have if his name were Gorbachav (just a wild, put my finger in the phone book sort of example). It's called "primacy" and "recency" in some cognitive circles, but, I can't remember which ones, cause I think they start with an "m"]

5. Because you needed an excuse to write me every month while "Barb" looks for a new home. [John, you are my friend. I don't need an excuse to write to you. Or, are

you starting to tell me that you have Dipadeedoodah-itis and will be coming out with increasing irregularity?]

6. Because you want me to win the Rod Walker award for hobby participation.

7. Because I'm famous for being a standby patsy and you knew you'd never have to worry about NMR's with me around.

8. Because you are Richard Weiss ... and you do exactly what you want [I am who you claim. As to the other, not quite, mi amigo]

H. Ron Newmaster has his own idiosyncratic version of the contest which explains why to publish "NOW"

1. Before the postal rates go up [Ah-hah, that rumor is true]

2. Just in time to include coverage of the Democratic National Convention ("Tsongas nominated on the 7th ballot") [If he hadn't been from MA he would have lasted longer. If Clinton weren't from the South he wouldn't have lasted this long. If Brown were in California where we have a drought, we'd "flush him down."]

3. The Turbofreak fringe requires a zine to champion the cause of on-time, on budget gamemasters. [Hey, my ex sends me support every month, I don't need to worry about a budget]

4. Just in time for election night coverage of "Four more years with George" [I was going to let you win, but I just threw up on your letter and can't read the rest anymore]

5. Ensure sufficient stockpiles for Fahrenheit 451 fans [are you still reading, Pete?, does it have any planets in it?]

6. Those who can do, those who can't, publish! [As someone who has demonstrated in over 50, maybe over 80 game starts that I can't win at PBM Dip, I agree. The only way I will win is to be two countries in a no press gunboat game. So, that's the real reason I'm publishing]

I. From Stephen H. Dorneman comes this in inverse order:

5. Therapist thought it was a better idea than all those letters to Madonna [I've been writing to Jose Canseco, instead]

4. Couldn't run for President; turtleneck still at the cleaners [and the shell and the head and the flippers]

3. Boardman Numbers needed for winning California Lottery combination [All games will be variants and get Miller numbers, pay attention to the rules]

2. Looted a stationery store during recent riots [I wish. The best/worst of the stories was the starting safety for the University of California who fell asleep in his friends car (a former all PAC-8 safety) piled high with audio components, during the looting, to be awakened by the police arresting him. He is pleading that when he fell asleep there were no stolen items in the car. He's not up for the Academic All-American Team now] ... and the number one reason Richard Weiss is publishing a zine ...

1. MELINDA HOLLEY [OK, Melinda, write me a letter with the scoop here, why are people always writing these things about you?]

J. From The Abyssinian Prince came this come-on for "the erratic wit of Richard Weiss..."

1. Something to do until he gets married again. [The average man gets remarried within two years of the divorce, while the average woman takes 3. I'm not sure if that is game years or "real" years or "married" years]

2. In a "zero sum" trade, a way to get Garret Schenck to fold Upstart.

3. Or, to stop Doug Kent from starting yet another szine.

4. To see if he can trick Phil Reynolds and Jim Diehl into facing each other across a dip board in a battle to the death (Gunboat, if nowhere else). [Would somebody please tell me the "Jim Diehl Hobby Embarrassment story"]

5. To create the Hobby's most obtuse letter column -- featuring regular paeans to the Dead [see this month's contest]

6. So I can abuse him with MY handwriting. [I went to a school for 4 years which taught me how to write so only pharmacists could read my writing and how to speak so that no one would know what I was saying but would pay me even more then if they did understand. And know, you want to abuse me? Do it in person, and I'll agree, as in, are you really going West, this summer, young man?]

I thank everyone who sent in an entry. It took a minimum of 11 nanoseconds of work to come up with a list, and some light years (maybe 7) to come up with the good humor. If I keep getting responses like this, we'll all be OK.

I hate to choose a winner. In a sense we all win. Maybe I should make all my contests have winners like the baseball pool, one which is judged not by me. However, fair is fair. I said there would be "a" winner, and that winner is, . . . Bill Scharf. [So, will you continue to ally with me in "let's make a peace?"]

THE EXISTENTIALISM OF ZERO SUM

The Hall of Fame has a place for Ron Cameron. He wins the award for the 1st left-handed compliment.

"I always thought you danced to a different drummer ... now I KNOW it!! A little off kilter, but hey, its your zine & games so go for it. Your bell, go ahead and ring it.

...one word or two of advice. Go slow, very slow at first and don't bite off more than you can chew. Burn out can hit before you know it. Stay small to start. [Too late now. One I offered to take something from the Orphan service and got two games, in their early years. Two, I offered to take over the folding half of Acropolis/Big Jim Green who's been really pounded by the non-recession we're having. There came three more games in mid-chaos. Then, I've been overwhelmed by the response to this zine and the variant I am presenting and have a tournament and two other games up and the likelihood of another 3 filled before too long. That's a lot of adjudication. But, my jaws are strong and my sense of dedication great. Not that anyone expects burnout. Thanks!]

Kevin Kozlowski instantly wrote back and for his efforts he has reached an august place in the Zero Sum Hall of Fame, for, well, y'all decide [I grew up in Vermont, then lived 13 years in the Deep South (New Orleans, North Carolina, Mobile) before leaving for the West after voting for George Wallace as the absolute best candidate for Governor. So, if I use "y'all" please tolerate my cudzu roots.]

"A. I am enclosing a blank map. I got one from Larry ... [Larry Cronin, that is. This was my single greatest fear -- having no good maps. Anyone who thinks they have a better one, please send it. Also, anyone with a copy of the GM's Helper, that looks eminently plagiarizable]

B. I like the one winner or no winners philosophy of playing -- but, I think the best that can be done from a practical basis is DIAS (Draws Include All Survivors). Thus, 2 way draws are only possible if they divide the board up 17 - 17! One possible refinement would be for draws to have the unanimously pass (NVR = No) for 2 seasons in a row.

Due to the static nature of regular diplomacy -- stalemate lines that are easily defendable and the tediousness of destroying a country playing good defense -- draws are somewhat unavoidable. I applaud your efforts to reduce them -- and these efforts should continue throughout each issue of your zine -- but they cannot be willed away by dictate [I just did]. There will be draws. DIAS may at least harbour an atmosphere where minor countries are eliminated when at all possible, and may lead to smaller draws as well.

C. IN MY OPINION -- your format is fine... The most important -- BY FAR -- attribute of any zine is timeliness...

D. START OFF SMALL ... [OK, His plaque reads the first to say it wouldn't work. Those of us who are reformers are only encouraged and motivated by the chirping of nay-sayers. The joy in the response I have received so far is answer enough. Now the proof will be in the games themselves. You players have fun. Someone win, please! I must admit that if there were two players who never allied and only fought each other throughout the game and then ended up in a static 17 - 17 tie, I'd feel very guilty in awarding a 7 way tie. However, that would still be the case.]

Speaking of Larry Cronin, the Father of Perestroika, he sent his 15 cents worth, or else someone is trying to deceive the publisher because the card was really postmarked in Washington, D.C. Surgeon-General, next, perhaps?

"A bunch of communists paraded by my hotel the other day chanting "Bush's a liar, set his ass on fire!" Nice people those commies. My chant is "George's a liar, set his ass on fire" George Rifle that is. [During the anti-Desert Storm Peace marches here in San Francisco, my favorite chant was, "We're tired, we're cranky, and we don't like the government." My kids, then 4, 10 and 18 favorite chants were "Fuck Bush." I didn't support the war, only the troops, and were glad my kids got involved. To look at the outcome further reinforces my sense that the war was wrong. However, craziness in the face of craziness is often very appropriate. It often feels good. And sometimes it leads to a suitable outcome.]

From one of my GM/pubber Heroes comes this, by way of "Upper Montclair, NJ" Hey , Fred, did you get bourgeois all of a sudden? For those of you who don't get The Home Office, its about time that you did, care of Fred Hyatt.

"Oh! You mad, impetuous youth! You know not what you have wrought. That being said, sign me up...your NO DRAW premise fascinates me. I may offer a game like that in THO. It would have to be a Diplomacy or a similar sized game. A COLONIA or YOUNGSTOWN could go on for a long, long time. On the other hand, a "win only" COLONIA game could be a VERY interesting game! ...

Anyway, good luck with ZERO SUM and I hope you enjoy publishing as much as I do. [Fred, I tore up your check. Come on now! Mimicry is the highest form of flattery. If you do start a "win only" game, I'll be very interested in joining. I might even last longer than those last few I started in THO.

A word I invented in college was "zeigle" (pronounced like my name, with a long I). It represents one complete, uninterrupted thought process. Our consciousness focuses on

something and then is bombarded with a variety of stimuli, with something eventually capturing the attention/consciousness. The event and time of sole concentration or attention is a zeigle. A similar concept is a scene in a movie from one camera before switching to another scene or another camera angle. The space between the zeigles always haunted me, because I knew it should have a name. Reading a Grateful Dead review one day only a few years ago, I read that when the music changes songs from one to another is called a "segue" (seg - way). Dead Heads love the seques almost as much as the songs. A true Dead Head could hear one song segue into another and tell you at which concert it was done. But, I'm tangentializing. This is a long introduction. What I meant to say was that Fred's letter seques into this one from Mark Patterson.

"I am encouraged at your starting out on your own mag. Your feelings are shared by myself strongly. I have been branded an international criminal in [name deleted to protect the guilty] ...for my double stab of Germany and England in S02 [If I remember, he was Turkey] by the NOBLE (we never tell lies, or do bad things in a game because we are professionals ... or whatever) [name of zine deleted to protect the guilty] Gentleman's Club [is this why I want Melinda Holley, so that I don't have a gentleman's club?] I truly felt I was in danger of their alliance and that if I was wrong I could wheedle out a compromise. Fanatical zealots never compromise however, so I was overcome. Through it all I did find a good friend in [not me, name deleted to protect the innocent] ... [Well, here I am, a fanatical zealot. I'm not compromising. The whole purpose of Zero Sum is to do away with The Club. I play Dip for a lot of different reasons. As a novice I played to get a victory. Then I realized most people weren't playing that way, and that to play that way probably limited my chances of winning. Then I learned of "one's REPUTATION." Mine was not exactly that of a Boy Scout. Then I relaxed and started to appreciate some of the people and the personalities and played for a variety of reasons. Publishing is an extension of those other reasons. However, I think so many people are stuck in the boxes of relationships, that to come to a winner-take-all, I have to go against my basic pure human nature and go for the win, lie, cheat, steal, diplomacize version will be fun for them, others and me/the game. There are a lot of great zines out there, with very many different attributes. Enjoy each one for whom is GMing and who is playing is my advice. For a game of cut-throat, winner-take-all, come here.]

And Ron Newmaster who salutated me as "Eric" and wrote the check to the same alias. That reminded me when I wrote a check to the name of the zine and not the GM, who politely, while thinking I was an idiot, sent it back to me, so that I could write one to him, since he couldn't cash it otherwise. Gee, I advertised in the paper as utilizing a phony business

name, and all that. I have a separate checking account for tax purposes, don't we all?

"Congratulations on finding a creative, socially acceptable outlet for your newfound spare time. [and, no need for a condom] I will, of course, enter your contests -- after all there is no entry fee and I might win something! (I even invest 29 cents by returning the Reader's Digest mega million dollar sweepstakes) [a man after my own heart, or is that wallet. Anyway, he shares my penuriousness].

" Of the variant DIP games you have open FOG of War would appeal to me most... It at least has a semi-realistic premise -- unreliable, unbelievable military intelligence beyond what your own recon can see. The opportunities for creative story telling to your non-adjacent "allies" is fantastic. [Yes, R/T or E/F are in an even stronger position than usual if they ally and go for the double. In a winner take all position, we shall see. I did some creative storytelling in my first FOG game and quickly paid a heavy price. In my next few I was totally honest. Then, well, that game is still going on so, I can't disclose anything yet]

"Democratic Chaos on the other hand seems not worth playing at all unless the player-of-record for each country is at least told his own country ?!?. Negotiations could then proceed with the object of ensuring a plurality of the orders are favourable to your own nation. Played as gunboat or with the premise that you only learn your country-of-record at game end, the only sensible approach to this chaos is to vote for a 7-way in S-01 [I totally agree. I can't remember whether I just misprinted the instructions, forgot what I had intended or am stealing your idea as my own. So, all salute RON and note that the rules for CHAOS - Democracy version are exactly as he envisioned. In Democracy each person is told which country he controls. Kind of like driving a car with 7 steering wheels. Chaos, autocratic, starts where no one knows which country they control, but only you control your own pieces. To carry the driving a car analogy further, it would be similar to being in a race where one controls cars on a track by remote control, but, there are a few crashes while each person figures out which car he controls. Like this, he who figures out which country he controls will get an early lead, but also, help the others determine their countries. All orders from all players will be published. After a while you know which country you are, sort of like Woolworth Dip in reverse. By the way, both of these are meant as fluff games, or beer & pretzel games, or chug-a-lug games, or whatever one calls games with much frivolity and the fun is in the play, not the winning. I expect these games to have great press with a certain level of joy communicated]

"You've announced a 10 different game playing card. This pretty much establishes you as a variant publisher [in more ways than one, I'd guess. Ibid Ron Cameron] Was this

your intent? [ibid] Does your winner-only rule apply to all variants as well as regular DIP? [Well, just like each Presidential race, there will be only one ultimate winner, Yes.]

"A better choice for your zine's name might have been MEGALOMANIA. [oops, order another Hall of Fame plaque] Zero Sum games do have a finite number of markers. Obtaining more can only be done at the expense of some other player. There is, however, an additional often unstated assumption that also applies to zero sum games. Each player is presumed to value each marker equally!

"Not all DIP players play to win. Pish-posh you say? Well, believe it [I thought that wins were delivered by the tooth fairy]. Oh, they'd like to win, but winning is not the end-all of playing Dip [when the last zine folds, that's the end-all, you are right]. Just because that is not your playing ethic, is no reason to punish or not play Dip with such differently motivated players [Hey, I play in a variety of zines with a variety of motives. You are right. Matter of fact, I can't even play with people who share my ethic because I'm the GM, and it would be unethical for me to play in my own games. So, come on Fred, start a game in THO. Plus, I am not so insane as to believe that I am punishing anyone by not letting them play by THEIR rules in MY zine. That would be quite a severe punishment. Worse than solitary for 48 days. Worse almost than death by poison gas. Yes, Gary Behnen, Mr. Greedy, you are being punished. Did you feel the pain yet. I apologize in advance Ron, I'm using you as a foil, and mean no harm to you. I know you mean none to me. I'd like to hear more about these issues from others. I most certainly agree with reasons for variety and enjoy a number of people with quite different styles. Bless diversity.] Discerning the motives of each opponent and potential ally is part of DIP [and I'm quite thankful that it is]

"The original DIP victory conditions stated that the winner was the player who owned the majority of "units on the board." Current victory conditions state the winner is whoever owns the majority of supply centers after a fall season. MEGALOMANIA DIP -- as you've described your ZERO SUM sole winner rule effectively says the winner is he who has demonstrated the power to take all 34 centers! The rules just happen to stop him after he's obtained 18. DIAS is right there in the rule book. By letting the players vote by ballot instead of knife, PBM pubbers have legitimized survivor status. It was not meant to be so. I believe your winner-take-all rule is unnecessary and may even mark your regular DIP games as "irregular." [Yes, be forewarned. The Boardman Number Custodian has already agreed that all games under the Zero Sum premise will be adjudged to be "variants." No points from here will accumulate towards those trying for the PBM Dip Champion of the Nineties] DIAS forces games to go further [or players choose to go further]. It forces cross-game alliances

further out into the thin ice where their unnatural bonding becomes a visible liability. It takes time for early victims to recognize an incestuous relationship and, once recognized, to bond together for an effective counter attack (The most amazing example I ever lost to was a 3 way W-00 alliance of F/G/R in which R opened by taking MUN in F-01. The game was over by 1902. For all intents and purposes the game was over as soon as those 3 cross-gamed and agreed to the 3-way alliance to start the game. Their master strategy was in fooling us by the taking of Mun. It was so clever, I hardly minded dying. I felt mesmerized, like a cobra]. Allowing voted draws in 1905 with 5 survivors is like sniffing the cork on a fine wine then dumping the bottle's contents down the drain [don't punish those who like to do it this way]. The game has only just begun.

"DIAS will solve most of your cross-game problems. Try it, but then, I also believe "the fewer rules the better." [I appreciate the letter and the way it allowed me to develop some of my own thoughts and themes. I'm glad that your beliefs in fewer is better did not apply to number of paragraphs in your letter]

CONTEST PAGE

1. There are again two contests in this issue of Zero Sum. The first is worth as many month's extension of your subscription as there are people who enter. List a minimum of 5 countries who will participate in the Summer Olympic games. Each country you list must win at least one medal. List the total number of medals each country will win. The least sums approach will determine a winner. It seems intuitive that to pick countries who win only a few medals will allow a smaller sum. So, anyone who picks a country that does not win a medal automatically loses. Secondly, you get ten taken off your total if you pick the country which of all those picked in this contest, has the highest medal number in the Olympics. So, if you list Germany, and someone else list USA and Zimbabwe wins the most medals in the Olympics with 197, and then Germany gets 84 and the USA gets 23, but no one listed Zimbabwe, then the person who picked Germany gets a minus ten, thus reducing the sum and helping your score (ask Paul Milewski how this works). If two or more each pick the same country and that country has the highest medal count of a country in the contest, then each get the minus ten.

2. The second contest is more morbid. I believe that this will become a yearly staple of the contests in this zine. You may list up to 12 people who you think may die between June 30, 1992 and July 1, 1993. For each person who does die, you get one point. You also get half of the difference between eighty minus their age at death. No minus numbers allowed. That is, if they are eighty or over when they die, no extra points. If they are under 80, you start getting extra points, rounding up for odd numbers. For a person to qualify they must die and they must be listed as dying in each and every of the major newspapers we receive. Phil Reynolds college newspaper does not count. Major city here. As in, whomever dies must have some amount of fame/notoriety. You may use names, or titles (the Pope). You may go for the very old or go for it all with a series of young people. Any clues on who in the entertainment industry has AIDS would likely help someone. Picking Magic Johnson this year will not yield you any points. Mike Tyson, now there's another opportunity. I will probably enter this contest. If I win (fat chance) then the second place contestant get the years subscription.

Deadlines for the contests are June 24 for the Olympics and June 30 for the Dying List. Please put your name on each piece of paper/contest.

BASEBALL PREDICTION CONTEST

There are some baseball fans in this zine. Some even sent in predictions for the year. If I were fancy with statistics I'd do a linear correlation with the date the entries were submitted to see if there was any greater predictive ability based on a greater data base. In the meantime, here are the predictions. Contestants are Jack Garrett (JG), Pete Gaughan (PG), Ron Newmaster (RN), Eric Voogd (EV), Rick Kohman (RK), and yours truly (RW).

TEAM		NUMBER OF WINS				
	JG	PG	RK	RN	EV	RW
AL EAST						
Blue Jays		94	96	93	94	96
Orioles		84	89	91	82	84
Yankees		81	85	83	78	80
Bosox		90	91	77	79	88
Brewers		80	72	81	72	72
Tigers		75	78	74	72	68
Indians		69	59	76	63	66
AL WEST						
Chisox		88	92	94	96	90
A's		90	94	86	92	91
Twins		82	90	74	92	88
Rangers		89	85	85	86	91
Angels		74	81	81	78	78
Mariners		81	64	73	74	76
Royals		57	60	66	76	66
NL EAST						
Pirates		99	92	99	90	91
Mets		88	95	88	84	94
Cardinals		74	85	86	89	86
Phils		82	69	71	76	70
Cubs		68	71	72	74	64
Expos		66	61	79	70	77
NL WEST						
Reds		94	89	88	92	92
Braves		96	91	74	90	89
Dodgers		83	92	70	80	76
Padres		88	64	91	72	84
Giants		70	85	86	70	85
Astros		64	78	68	60	64

NASTY

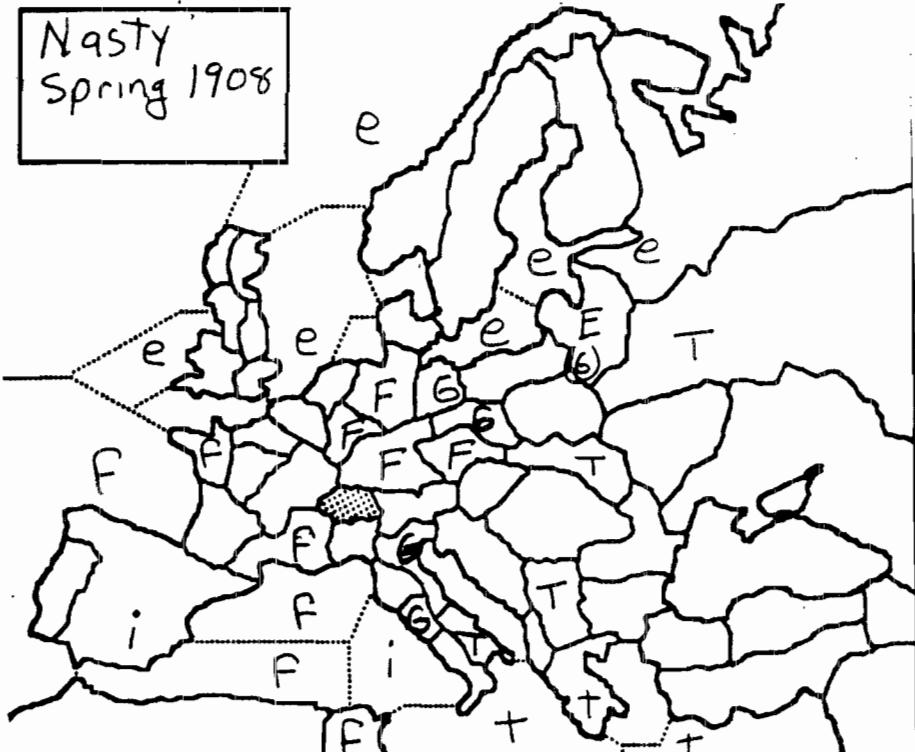
SPRING 1908

DUE NEXT FALL 1908

DEADLINE: Wednesday
June 24th

rehoused from Acropolis

Nasty
Spring 1908



MAP POSITIONS AND SC'S HELD

England: McHugh, A - LIV, F - STP(SC), F - GOB, F - BAL,
F - NWG, F - NTS, F - IRI

HOME, DEN, NWY, SWE, STP

France: Greier, A - BOH, A - MUN, A - KIE, A - RUH,
F - BRE, F - MAD, F - MAR, F - GOL, F - WME, F - TUN
HOME, BEL, HOL, SPA, POR, TUN, KIE, MUN

Germany: K. Caruso, A - KIE, A - SIL, A - ROM, A - VEN,
A - LVA in retreat (PRU, WAR, R)

SC'S: TRI, VIE, WAR, BUD, VEN

ITALY: CD, F - SPA(SC), F - TYN, (A - BER WAS DESTROYED)
SC'S: BER, ROM, NAP

Turkey: Byrne, is short two units, has A - MOS, A - GAL,
A - SER, A - APU, F - ION, F - GRE, F - EME,
HOME, GRE, BUL, RUM, SEV, SER, MOS

GM: This is an irregular game. The cast is down to four.
I'm not particularly interested in finding a standby if
those of you who are original do not want to continue.
"Bobby Baby" (you did sign your name that way) has asked for
a reiteration of the situation, so here it is. There are no
proposals for a draw, no one has voiced a desire to quit.
So, let's get those orders in for next season. If even one
person gets orders in, the game goes on. If anyone NMR's F
-08, then I will ask for a standby and try to go on. As
mentioned earlier, Italy (previously me) had submitted
orders for F '08. Those will stand. However, unless
someone props Italy up, the SC count will be low enough to
place the country into CD.

INGRID

DEVIANT DIP

FALL 1903

DEADLINE ?????

Austria: Winters, no response

England: Weiss, now GM, losing, resigned, CD

France: J. Caruso, resigned, acknowledged hasn't sent in
own orders for some time

Germany: Reynolds, resigns

Italy: McHugh,

Russia: Kirk, NMR'd out

Turkey, Anderson, no response.

GM: Dropped out, now new GM is former player, which
Reynolds objects to, and there is an almost unanimous lack
of interest in continuing the game. For lack of interest,
and due to the peculiar nature of deviant games which makes
this not one to be continued, this game is rained out, and
will not be rescheduled.

BUCKEROO BANZAI
ORDERS FALL 1902

CHINA: McHugh/NMR ? A - PEK - H, F - YEL - H,
F - TAI - H(D), A - LHA - H, A - SHA - H

INDIA: A - BOM - S- A - BAL, A-BAL-S-A-ISL-KAB,
A - ISL - - KAB, A - NEP -- MOD, F - WIO - ARS

INDO-CHINA: F - Gulf of Tonkin -- Canton, F - Adaman Sea --
Bay of Bengal, A - Canton -- Chungking, A - Rangoon --
Assam, A Hanoi -- Yunan,

INDONESIA: F - Timor -- Australia, F - Phil Sea -- Taiwan,
F - For - S - F - Phil Sea - Taiwan, A - Phil H.

JAPAN: Default orders, Standbye called, Rikko Kohman. Kirk
gone. F - CPO - NPO, F- ECS-H, F - PYO(EC) - S- A - SEO,
A-SEO -S-F-PYO

PERSIA: F - Kenya - H, A - Laristan -- Afghanistan,
A - Mecca -- Laristan, F - Arabian Sea - C - A Mecca - LAR,

RUSSIA: A - Tas - S - A - KAB, A - Kab - S - Per - A - Lar
- Bal (NSO), A - Mon - Inn, A - Kan - S - A - Mon -- Inn.

A - Tsu - S - A - Kan, F - Man(ec) - Vla

PRESS:

Borneo - World: We salute Big Jim and wish him farewell
from his departure from the Hobby and wish for his hasty
return with more of his comical abuse.

ADJUSTMENTS:

C (CHINA): Pek, Chu, Sha, Lha, Tai →/
even (~~1 destroyed~~)

I (INDIA): Home, Isl, Cey even

V (Indo-China): Home, Can, Kan, CHU + 1

D (InDo-nesia): Home, Phi, TAI, AUS + 2

J (Japan): Home, Seo, PYO + 1

P (Persia): Home, Pal, KEN + 1

R (Russia): Home, Kab, Mon even

N.B. As this has been a hellacious game to reconstruct, and
I didn't even have a map until very recently, and a
temporary standby who then did not want to continue gave
orders for Japan, the DEADLINE FOR WINTER 2002 ONLY IS
WEDNESDAY, JUNE 24, 1992

GEORGE PATTON 7 X 7 NO PRESS GUNBOAT TOURNAMENT

These games will be named after a variety of military figures from our native shores. Each player will receive a separate slip detailing their countries. I hope to include such a slip each time, but do try to remember which are your countries. There was random assignment of countries and no way to predict who is which country in which game.

There will be no press. Any impossible orders will be modified to "H." Zero Sum conditions for victory apply. Orders and a map will be printed each issue for each game.

The deadline for Spring 01 is Wednesday, June 17, 1992. Notice that this deadline will almost always be one week earlier than the deadlines for all of the other games. Because there is no ability to negotiate, I don't believe that this will impose any hardship on anyone, except maybe two mailings to me, if you are in any other games and have not yet decided on your moves for the other game(s). I have decided to move the deadline strictly out of convenience for myself in adjudicating and getting out the games in a timely fashion. Thank you for your cooperation and consideration.

So, S'01 due WEDNESDAY, JUNE 17.

Game names:

CUSTER
GERONIMO
JONES
LEE
MARION
McAULIFFE
PICKETT

Remember, orders for 7 X 7 games can be submitted on as few number of pages as desire. Still, date each page and put your name on it.

DEADLINE: Wednesday, June 17

GAMESTART ANNOUNCEMENT

REGULAR ZERO SUM DIPLOMACY

NAME: DIOGENES

Players:

Austria: Jon Rosenthal, 35 Mayer Dr., Suffern, NY 10901

England: Fred Hyatt, 60 Grandview Pl, Montclair, NJ 07043

France: Steven McKinnon, 71 Chestnut St. # 14,
Albany, NY 12210

Germany: Brad Wilson, PO Box 126, Wayne, PA 19087

Italy: Mike Vaporis, 315 North Carpenter Ave.,
Indiana, PA, 15701

Russia: Paul Rauterberg, 3116 W. American Dr.,
Greenfield, WI 53221

Turkey: Melinda Holley, POBox 2793, Huntington, WV 25727

GM to all: You were each mailed a flyer announcing the game start and the roster on 5-17-92. Included was that the deadline for S '01 will be Wednesday, June 24th. This is all true. There is one set of orders here already.

I have been very impressed by the rapid and generous response to "Zero Sum." I quickly had enough to start a game and this is it. May you each maintain your enthusiasm throughout the game (that means don't NMR).

Interestingly, all players are from the East, although Paul may disagree. Technically, no players are from the West, anyway. There is a mix of people I've played with, subbed to, and people new to me. I expect a fun game. The press will include BLACK press, unless I get 5 objections. So, communicate, compete and enjoy.

Anyone who wants to save all of their negotiations received and sent, I will be glad to publish the entirety in an end game statement. Each person who submits an End Game Statement of substance and nuance will receive a one issue extension for this and every other game I remember it.

DEADLINE: WEDNESDAY, JUNE 24, 1992 SPRING 1901

GAME OPENINGS:

FOG OF WAR: has 4 needs 3

GUNBOAT, NO PRESS: has 2 needs 5

CHAOS, DEMOCRATIC: has 2 needs 5

CHAOS, AUTOCRATIC: has 4 needs 3

LANDBRIDGES III: has 1 needs 6

REGULAR: has 1 needs 6

GUNBOAT WITH PRESS: 0 needs 7

GAME START ANNOUNCEMENT

GUNBOAT NO PRESS "NRA"

Deadline is Wednesday, June 24, 1992 for Spring 1901 moves. There is no press. Impossible orders will be modified to "H." Zero Sum conditions apply. Enjoy.

If you are in this game then there is a slip of paper with your country included in this mailing. If you signed up for Gunboat, then look for the slip. Assignment was random. I plan to include such a slip each issue, try to remember your country, however.

DEADLINE: WEDNESDAY, JUNE 24, 1992

A late addition to the reasons why to publish, from Rikko (Rick Kohman). If he'd submitted them any earlier (he mailed them the day before the deadline, he'd have had an even greater impact on the voting of the judges. We do have the same style of humor.

Why Rikko Might Consider Publishing a Zine

a. I can't dance, and it's too wet to plow.

d. I can't play the clavichord, and I'm tired of spooning "The Anvil Chorus" on my clavicle.

C. Mitsubishi won't give me a decent trade-in on my Gremlin [you are trying to get a TV for a car?]

E. Because Murphy Brown had her baby and it isn't mine

B. Because Peg Bundy didn't have her baby, and it would have been mine.

F. I've been unable to find any meaning to life since Andy Warhol died.

H. I've been unable to find and meaning to life since Mel Blanc died [can you believe he did every single voice in every single cartoon? Incredible].

I. I've been unable to find Waldo [single greatest lead in to a reason]

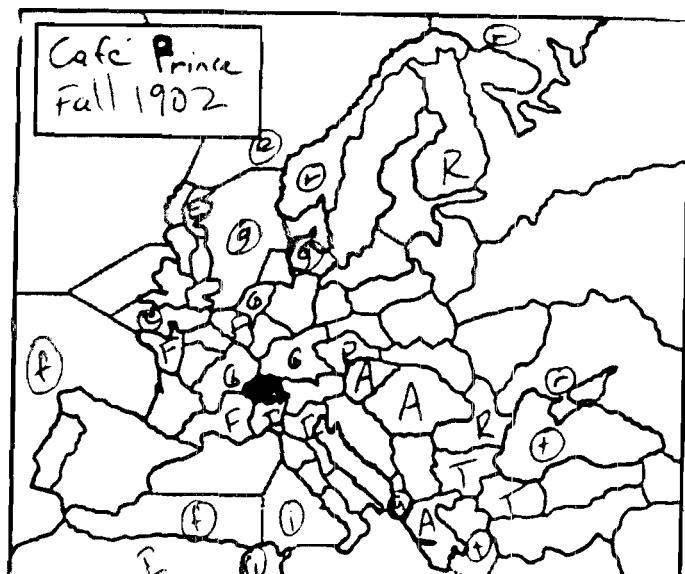
G. My recruiter lied to me -- you gotta make Sergeant before you do any raping and pillaging.

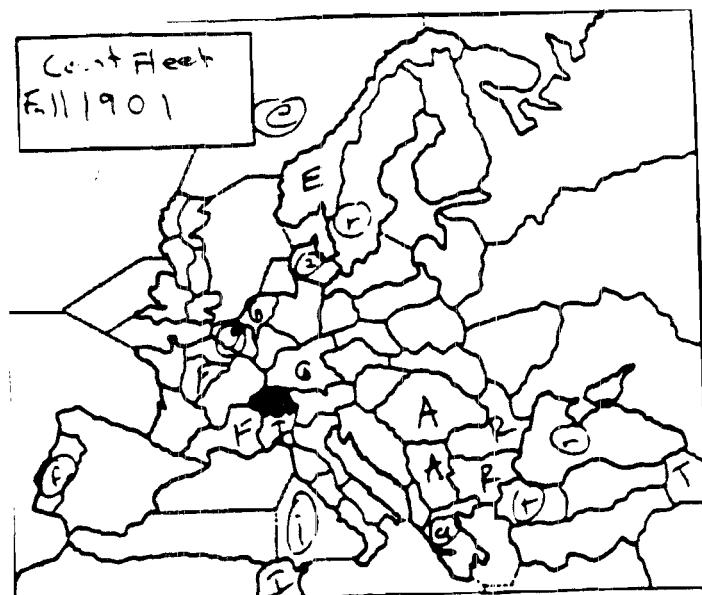
K. Beecuz I know the Alfabet and spel reel grate.

DIPLOMACY DOWNS ORPHAN GAMES

There are two orphan games entrusted to me from the folded Diplomacy Downs. "Cafe Prince" is a gunboat game with press, # 1990HGrb32. So far two of 7 players have indicated a desire to continue and one has sent in orders. Each of you have received a flyer.

"Count Fleet" is the other Diplomacy Downs orphan. Four of you, AUS (Kozlowski), FRA (Cameron), GER (Mohs), & RUS (Sasseville) have indicated that you are interested in continuing. A flyer has been sent to each of you.





Dave Anderson, 18 B Street, Pontiac, MI 48340 (A)
Lance Anderson, 17490 Meandering Way #1006,
Dallas, TX 75252 (A)
John Armstrong, 5350 Amesbury #206, Dallas, TX 75206
Herb Barents, 17187 Wildemere,
Detroit, MI 48221 (T)
Bob Brill, 2N Elodie Dr.,
Elburn, IL 60119 (A)
Jim Burgess, 100 Holden St., Providence, RI 02908-5731 (T)
Steve Cameron, 244 Long Lane, Apt A,
Upper Darby, PA 19082 - 3909 (DD)
Kathy Caruso, 636 Astor St, Norristown, PA 19401 (A)
Patrick Conlon, 2819 Newcastle Way, Carlsbad, CA 92008
Roger Cox, 57 Coastline Dr.,
Inman, SC 29349 - 9655 (DD)
Randy Davis, 3019 Bertram Ct.,
Concord, CA 94520 - 1602 (A)
Stephen Dorneman, 99 Pond Ave. # 200,
Brookline, MA 02146 (S)
John Fisher, 4389 Salt Spring Drive,
Ferndale, WA 98248 (DD)
Jack Garrett, 481 W. Lincoln Dr.,
Greenville, OH 45331-2340 (14)
Pete Gaughan, 1521 S. Novato Blvd. #46,
Novato, CA 94947 (T/NMR)
Robert Greier, 35171 Gromley Rd., Salem, OH 44460 (A)
Shane Hedegard, 613 Central Ave.,
Salinas, CA 93901-1607 (14)
Karl Hoffman, 250 Harriet St. D5,
East Stroudsburg, PA 18301 (T)
Melinda Holley, PO Box 2793,
Huntington, WV 25727 (T)
Fred Hyatt, 60 Grandview Place,
Upper Montclair, NJ 07043 (T)
Lee Kendter, 376A Willowbrook Drive,
Jeffersonville, PA 19403 (T)
Doug Kent,
Rick Kohman, 13517 Agua Dulce,
Castroville, CA 95012 (14)
Kevin Kozlowski, 3 Bantry Court,
Baltimore, MD 21237 (14)
Jon McCleery, 467 Melody Lane, Mansfield, OH 44905 (DD)
Jack McHugh, 280 Sanford Rd, Upper Darby, PA 19082 (A)
Steven McKinnon, 71 Chestnut St. #14,
Albany, NY 12210 (12)
Ken Mikolaj, 5603 Snow Road,
Parma, OH 44129 (T)
Allen Mohs, 1611 Maryland Ave.,
Sheboygan, WI 53031 (DD/14)
Ron Newmaster, 37 George Circle,
Mechanicsburg, PA 17055 - 4751 (8)
Eric Ozog, 9509 209th Ave East,
Bonney Lake, WA 98390 (T)
Mark Patterson, 42 Herber Ave.,

Delmar, NY 12054
Larry Peevy, Box 620399,
San Diego, CA 92162 (9)
Paul Rauterberg; 3116 W. American Dr.;
Greenfield, WI 53221 (414-281-2339) (14/nmr)
Phil Reynolds, USF #4286, 4202 Fowler Ave.,
Tampa, FL 33620 (DD)
George Rifle, PO Box 844,
Broomfield, CO 80038 - 0844
Bruce Roberts, 2205 Steeplechase,
New Bern, NC 28560 (DD)
Jon Rosenthal, 35 Mayer Dr., Suffern, NY 10901
Roland Sasseville, Jr., 38 Bucklin St.,
Pawtucket, RI 02861 (6/DD)
William Scharf, 4814 Walnut Grove Ave.,
Rosemead, CA 91770 (24/NMR)
Garrett Schenck, 40 Third Place, Basement Apt.,
Brooklyn, NY 11231 - 3302 (T)
John Schultz, DOC # 19390, LOC I - 308, PO Box 41,
Michigan City, Indiana 46360 (T)
Frank Van Dok, 2745 Fenton St.,
Edgewater, CO 80214
Mike Vaporis, 315 North Carpenter Ave,
Indiana, PA 15701 effective 5-26-92
until then: 5190 Ferguson, Indiana, PA
15701 (14/NMR)
Eric Voogd, 22620 Byron St., Hayward, CA 94541
510-582-4783 (14/NMR)
Craig Williams, 4224 S.E. Bybee Blvd.,
Portland, OR 97206 - 7753 (DD)
Brad Wilson, PO Box 126,
Wayne, PA 19087 (T)
Melanie Winters, 3019 Bertram Ct., Concord, CA 94520 (A)
Andrew York, PO Box 2307,
Universal City, TX 78148 - 1307 (T)

ZERO SUM

Zero Sum House Rules

1. All games (not orphaned) end with one winner and six losers or seven in the draw. A unanimous vote may create a winner, as may 18 SC's. NVR after 1907 equals a "yes." Any country without SC's votes "yes." No change in SC possession for 3 consecutive years creates a 7 way draw.
2. The 1982 2nd edition of "Rules for Diplomacy" apply, except as amended in the House Rules or as are practical in PBM. Abbreviations are acceptable if clear/standard in the rules or in other zines.
3. There will be strict 4 week deadlines. The deadline will be mail received at my address on the day published, or my telephone answering machine received by 6 P.M. San Francisco time, or if I accept faxes then 4 P.M. Berkeley time.
4. NMR insurance for telephone calls on the night of the deadline is recommended, but totally optional. This is a \$5 fee, refundable without interest at the end of the universe, or your sub.
5. Fees will be \$12 per year (twelve issues), trades with other pubbers welcome, and all game starts are free.
6. Press will be all colors unless 5 or more in a given game write to me and request no black press.
7. All games have random assignment of countries.
8. Standby's called after one NMR, and used in lieu of the second. Civil Disorder may be declared if there are 3 or fewer SC's and there is an NMR.
9. Standby's get their subscription extended by each issue they play as a standby if they finish that game.
10. I like rules and may add more as contentions arise but will not affect the material flow of any ongoing game.
11. Orders for each game need to be written on a separate piece of paper for each game and have your name, the name of the game, the date, the name of your country and the season(s). 7 X 7 tournaments can have all the game orders on one or more pieces of paper as needed.
12. Errors of the GM not pointed out by the following deadline stand. As I am a novice GM who has yet to reread the rulebook, please scrutinize the adjudication.
13. Anyone who wins while playing Italy in a Regular-Zero Sum Game gets a lifetime subscription.
14. Winter 1901 will be a separate season. Unless two players request a season separation for W/S they will be combined from 1902 on.

Zero Sum
Richard Weiss
2 Bayside Village Pl. #409
San Francisco, CA 94107



1st Class Mail

1st Class Mail

Larry Peevy
Box 620399
San Diego, CA 92162